





INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
 a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

MARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- · Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- · Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

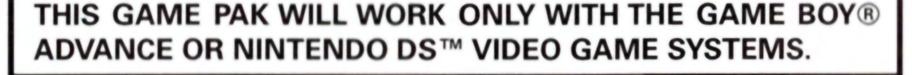
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MULTIPLAYER GAMES REQUIRE ONE GAME PAK PER PLAYER AND A GAME BOY® ADVANCE GAME LINK® CABLE (SOLD SEPARATELY).







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DESTINATION

Software, Inc

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INTRODUCTION

Your favorite's are back! Three of the best known arcade classics from the 70's and 80's have been faithfully recreated for your Game Boy® Advance system. Salute your roots by playing Breakout®, Centipede® and Warlords®!

HISTORY

Breakout® **History** - Breakout® retained the basic ball-and-paddle design of Pong, but instead of a second player, your paddle was faced with several rows of bricks. Breakout® turned the video game world on its ear and cemented Atari's spot at the top of the arcade food chain. It had been four years since the groundbreaking Pong® and players were hungry for something different. The simple yet ingenious design caught on instantly.

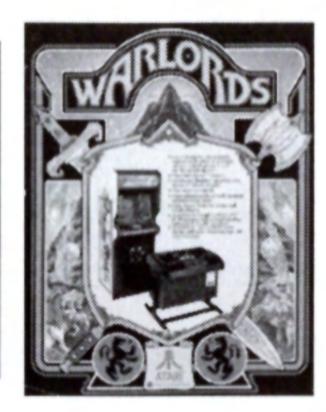
Centipede® History - A fast-paced, visually pleasing mix of fantasy and action made Centipede® a tremendous hit at the arcade. It was also the first arcade game designed by a woman, Dona Bailey (in conjunction with Atari legend Ed Logg), bringing a new perspective that drew as many female players as male players to the crowded Centipede® cabinet.

Warlords® History- Warlords® got Medieval on the old Breakout® formula. Instead of chipping away at colored walls for your own amusement, Warlords® gave a more sinister

objective: castle-to-castle warfare. Warlords® is arguably the first strategic level battle simulator and the granddaddy of the RTS category today.







GETTING STARTED

Correctly insert the Breakout®, Centipede®, and Warlords® Game Pak into your Game Boy® Advance system. Switch the Game Boy® Advance on. The title screen should appear. If the title screen fails to appear, return to step 1.

WARNING: Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

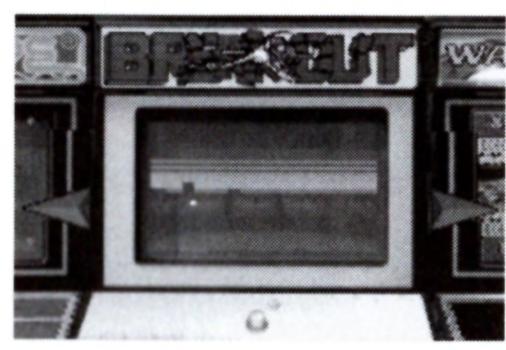
TITLE SCREEN



Press START from the Title Screen to begin the game.

MAIN MENU

Centipede®, Breakout® and Warlords® are all readily accessible from the Main Menu.



MAIN MENU CONTROLS	ACTIONS
Control Pad Up	Not Available
Control Pad Down	Not Available
Control Pad Left	Move Left
Control Pad Right	Move Right
A Button	Select Game
B Button	Not Available
L Button	Not Available
R Button	Not Available
START	Select Game
Select	Select Game

BREAKOUT®

Upon selection of Breakout® from the main menu, you are taken to the High Score screen where a CPU controlled game is taking place in the background.

Press START to continue.



Breakout®: Configuration

The first thing you'll need to do is configure Breakout®. Games are initialized from the configuration panel. You also exit via the configuration panel. At any time during play, you can return to the configuration panel. There are five types of game types to select from: Timed, Breakthru,



Catch, Steerable, Invisible. These games can be combined in any way you like. Options in Breakout® are also accessed through the configuration panel and offer a variety of ways in which you can customize the Breakout® play area.

Breakout®: Configuration Panel Controls

CONFIGURATION PANEL CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
Control Pad Left	Change Selection
Control Pad Right	Change Selection
A Button	Select
B Button	Back
L Button	Not Available
R Button	Not Available
START	Select Game
Select	Select Game

Breakout®: The Game

The object of Breakout® is to demolish rows of colored bricks by bouncing a ball off your bat. Each time you hit a brick with the ball, you score the appropriate number of points and the brick disappears. Once the ball breaks through, it rebounds between the top of the wall and the top of the screen, knocking out bricks until it breaks back through to the bottom of the wall. Failure to return the ball will result in loss of life.

Breakout® : Game Types

- · **TIMED GAMES**: A timer will replace the scoreboard in the upper left corner of screen. Your objective is to destroy two walls in as little time as possible. The timer counts the seconds, as you try to break your own record.
- · BREAKTHRU GAMES: Breakthru is played the same way as normal Breakout® games. The only difference is the ball action. Once the ball hits a brick, the ball continues to penetrate the wall, hitting more bricks. Breakthru is plenty of fast ball and controller action.
- •STEERABLE GAMES: In these games, you can control the direction of the ball. Press the Control Pad Right to move the ball to the right. Press the Control Pad Left to move the ball left.
- · CATCH GAMES: When the ball makes contact with your paddle, press the A or B Button. Continue to press the button and the ball will remain on the paddle, allowing you

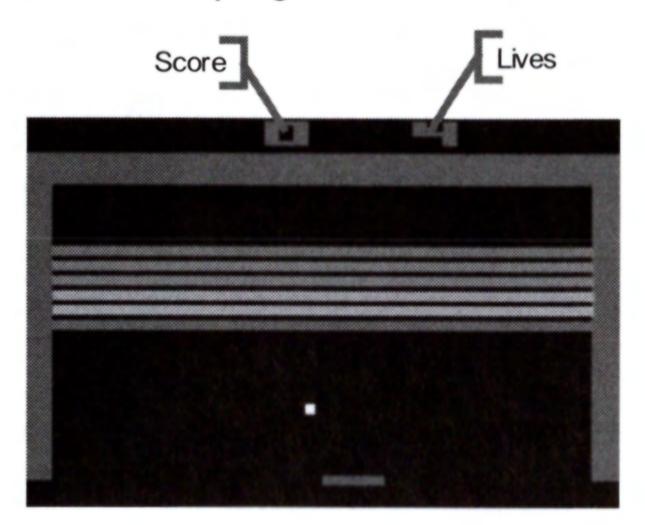
more time to carefully aim your shots. To release the ball, release the button.

• INVISIBLE GAMES: It's the same Breakout action, except this time it's in the dark! The wall is invisible until you hit a brick with the ball. When this happens, the entire wall lights up for a short time.

Breakout®: Onscreen Information

Information displayed onscreen is as follows:

- · Score is shown in the top right of the screen.
- · Lives are shown in the top right of the screen.



Breakout®: In-Game Controls

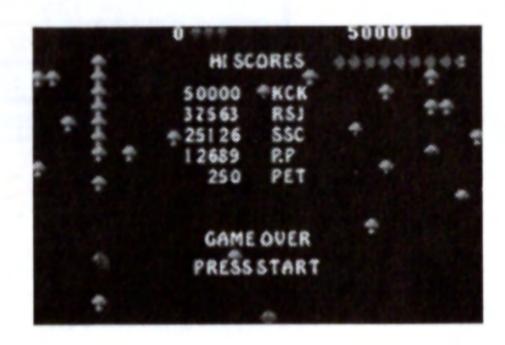
The game is played using the following controls.

GAME CONTROLS	ACTIONS
Control Pad Up	Not Available
Control Pad Down	Not Available
Control Pad Left	Move Left
Control Pad Right	Move Right
A Button	Release Ball
B Button	Not Available
L Button	Not Available
R Button	Not Available
START	Bring up Configuration Panel
Select	Not Available

CENTIPEDE®

Upon selection of Centipede® from the main menu, you are taken to the High Score screen where a CPU controlled game is taking place in the background.

Press START to continue.



Centipede®: Configuration

The first thing you'll need to do is configure Centipede®. Games are initialized from the configuration panel. You also exit via the configuration panel. At any time during play, you can return to the configuration panel.



There are three game types to select from Easy, Normal and Expert. The game will default to Normal. Options in Centipede® are also accessed through the configuration panel and offer a variety of ways in which you can customize the Centipede® play area.

Centipede®: Configuration Panel Controls

CONFIGURATION PANEL CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
Control Pad Left	Change Selection
Control Pad Right	Change Selection
A Button	Select
B Button	Back
L Button	Not Available
R Button	Not Available
START	Select Game
Select	Select Game

After configuring Centipede®, you're ready for some classic Centipede arcade action.

CENTIPEDE®: The Game

The aim of Centipede® is to blast the menacing insect into oblivion that continually moves from the top of the screen. Every time you shoot a part of the centipede, it splits into multiple parts, causing further shoot 'em up confusion as the screen fills with multi-legged terror. To cause further problems, mushrooms serve as shields in between your bullets and the Centipede. Oh, and did we mention the spiders that crawl around the bottom of the screen and make life even harder?

The excitement begins as soon as your gun is activated. The first centipede begins its treacherous path through the mushroom field. The gun can be moved up or down and side-to-side for maximum firing versatility. You must destroy mushrooms to get a clean shot at the centipede and other targets. When the centipede runs into a mushroom, it turns and moves down another row. If you hit one of the centipede segments, the centipede splits into two separate bodies and keeps coming. If the centipede, or any portion of it, reaches the bottom of the screen without being destroyed, it turns back and heads up the screen. To add increasing challenge, a spider moves across the screen in a random up and down

down pattern. The spider can destroy you as well as any mushrooms it passes over. The spider crawls very quickly later in the game so watch out. Should you manage to shoot away most of the mushrooms near you, a flea will start bugging you. It drops straight down, creating mushrooms as it falls. Sometimes a scorpion will scurry across the battlefield, poisoning every mushroom it touches. Poisoned mushrooms are a deadly white color. When the Centipede bumps into a poisoned mushroom, it goes wild and plunges straight through the field of mushrooms toward you.

Centipede® : Game Types

Centipede® has three difficulty levels:

· in EASY games, you do not lose a magic wand when the flea or spider touches you, and the centipede always starts the attack in a single formation, never with detached heads. You can only score a maximum of 99,999 points.

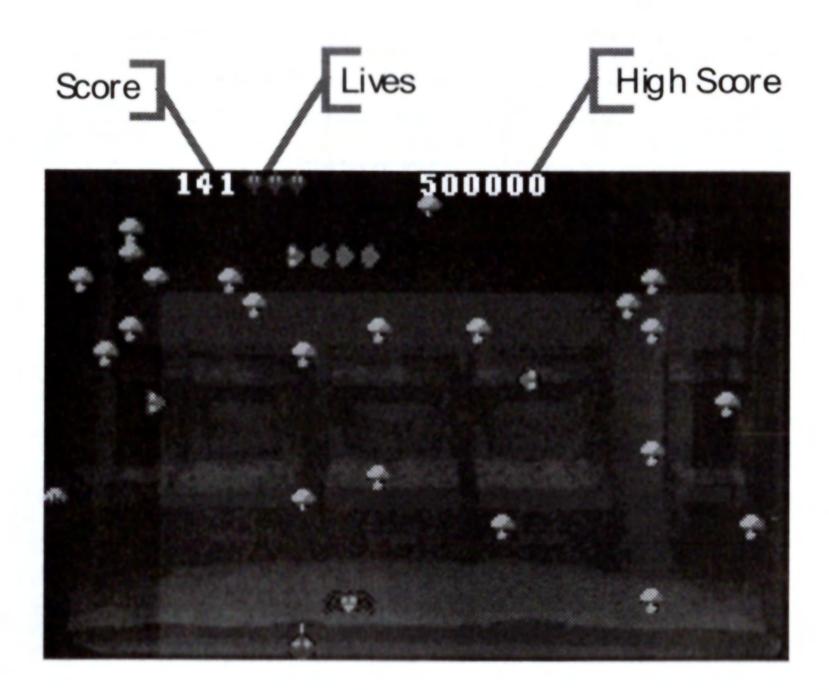
· in NORMAL games, you lose a magic wand when the flea or spider touches you, and the centipede attacks with an ever increasing number of detached heads. You can only score a maximum of 99,999 points.

· in EXPERT games, more fleas, spiders and scorpions, can attack you at the same time, and after 40,000 points the centipede grows longer on each new attack wave. There is no limit to the points you can score!

CENTIPEDE®: Onscreen Information

Information displayed onscreen is as follows:

- · Score is shown in the top right of the screen.
- · Lives are shown in the top middle of the screen.
- · High Score is shown in the top right of the screen.



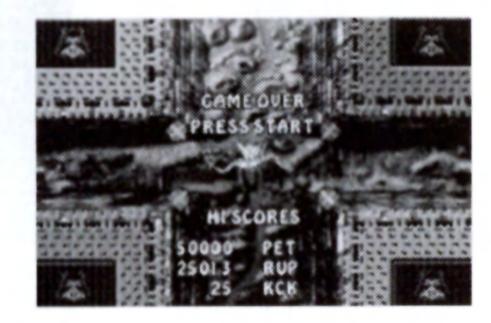
Centipede® : Game Controls

GAME CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
Control Pad Left	Move Left
Control Pad Right	Move Right
A Button	Fire
B Button	Not Available
L Button	Not Available
R Button	Not Available
START	Bring Up Configuration Panel
Select	Not Available

WARLORDS®

Upon selection of Warlords® from the main menu, you are taken to the High Score screen where a CPU controlled game is taking place in the background.





Warlords®: Configuration

The first thing you'll need to do is configure Warlords®. Games are initialized from the configuration panel. You also exit via the configuration panel. At any time during play, you can return to the configuration panel.



There are two game types in Warlords®: Single Player and Multiplayer.

Single player games involve surviving for as long as possible in order to get the best score in the high score table.

Multiplayer games can involve up to 4 players via the multiplayer lobby using link up. Each player needs a Game Pak in order to link up. You have a choice of playing best of 1, 3 or 5 rounds. It's a fight to the death!

Warlords®: Configuration Panel Controls

The configuration panel controls are as follows:

CONFIGURATION PANEL CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
Control Pad Left	Change Selection
Control Pad Right	Change Selection
A Button	Select
B Button	Back
L Button	Not Available
R Button	Not Available
START	Select Game
Select	Select Game

After configuring Warlords®, you're ready for endless hours of arcade action.

Warlords®: The Game

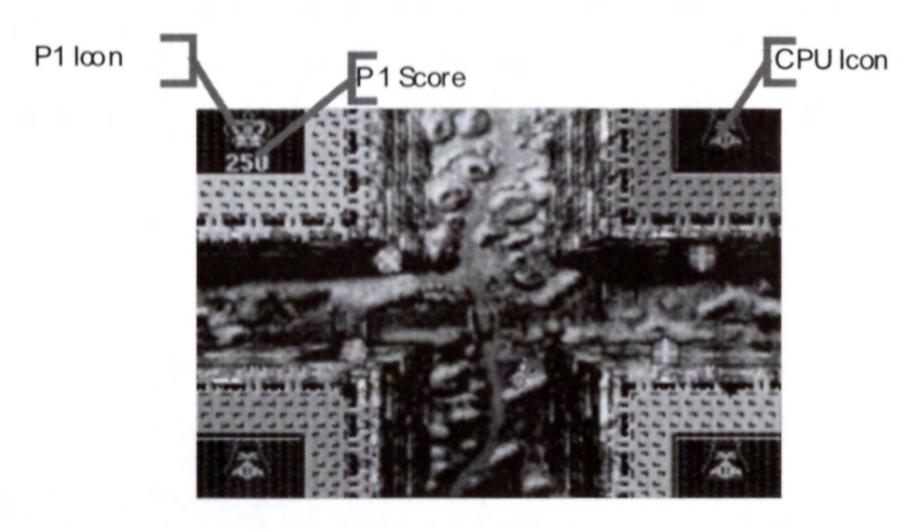
An angry dragon unleashes a fireball and the game begins! The objective of the Warlords® is to destroy the three other castles while protecting one's own castle with the moving shield. When the A Button is depressed, the shield can capture a fireball. Release the A Button and the fireball is catapulted at the opponents. The spinning fireballs released from a shield have more destructive force on a castle wall than a fireball simply deflected from

another wall or the sides of the playfield. Fireballs cannot be held long since they slowly destroy the player's own castle walls adjacent to the fireball. Additional fireballs appear at predetermined intervals or when a castle is destroyed, whichever comes first. A maximum of four fireballs can simultaneously be in play. The computer controls all non-human controlled castles. In one player games, if a level is successfully completed, the game continues with a new battle at a higher level. In the higher levels, computer opponents play more accurately and faster. For two, three and four player games instead of progressing in difficulty levels the players can choose to play either best of I rounds, best of 3 rounds, or best of 5 rounds.

Warlords®: Onscreen Information

Information displayed onscreen is as follows:

- · Score is shown underneath Player Icon.
- · Player I always plays at top left of screen.
- ·A crown icon indicates a player castle.
- · Player 2,3 and 4 are allocated to the remaining castles.



Warlords®: In-Game Controls

GAME CONTROLS	ACTIONS
Control Pad Up	Move Up/Right
Control Pad Down	Move Down/Left
Control Pad Left	Move Left/Down
Control Pad Right	Move Right/Up
A Button	Hold Fireball
B Button	Hold Fireball
L Button	Not Available
R Button	Not Available
START	Access Configuration Panel
Select	Not Available

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